CLAIMS

The invention is claimed as follows:

1. A gaming device comprising:

a cabinet;

a game operable upon a wager by a player, said game played at the cabinet; and

a door movably connected to the cabinet, said door including

an outer panel, and

a bolster rotatably coupled to the door by a rotating mechanism mounted to the door, said bolster extending transversely from the outer panel.

2. The gaming device of Claim 1, wherein the rotating mechanism is mounted to an interior portion of the door.

3. The gaming device of Claim 1, wherein the rotating mechanism includes a pivot device and a locking mechanism.

4. The gaming device of Claim 1, wherein the rotating mechanism includes a pivoting device.

5. The gaming device of Claim 1, wherein the rotating mechanism includes a locking mechanism.

6. The gaming device of Claim 5, wherein the locking mechanism is biased to move the bolster automatically upon release of the locking mechanism.

7. The gaming device of Claim 5, wherein the locking mechanism includes a pin adapted to engage an aperture in the bolster.

8. The gaming device of Claim 1, wherein the bolster is rotatable between a plurality of predetermined positions.

9. The gaming device of Claim 1, wherein the bolster is removably connected to the door.

10. A gaming device comprising:

a cabinet;

a game operable upon a wager by a player, said game played at said cabinet;

a door movably connected to the cabinet, said the door including an outer panel, and

a bolster slidingly coupled to the door by a mechanism mounted to the door, said bolster extending transversely from the outer panel.

11. The gaming device of Claim 10, wherein the mechanism is mounted to an interior portion of the door.

12. The gaming device of Claim 10, wherein the bolster is removably connected to the door

13. A gaming device comprising:

a cabinet;

a game operable upon a wager by a player, said game played at said cabinet; and

a door movably connected to the cabinet, the door including a bolster pivotally coupled to the door, said bolster extending transversely from a front surface of the door and extending substantially horizontally along the front surface of the door.

14. The gaming device of Claim 13, wherein the bolster is rotatable across the front surface of the door.

15. The gaming device of Claim 13, wherein the bolster is slideable across the front surface of the door.

16. The gaming device of Claim 13, wherein the bolster is pivoted upon a release of a locking member coupled to the bolster.

17. The gaming device of Claim 13, wherein the bolster is pivoted via a mechanism connected to a back of the door.

18. The gaming device of Claim 13, wherein the bolster is moveable to at least one preset position along the front surface of the door.

19. A gaming device comprising:

a cabinet;

a game operable upon a wager by a player, said game played at the cabinet; and

a door movably connected to the cabinet, said door including an outer panel, and

a bolster extending transversely from the outer panel and rotatably coupled to the door by a locking mechanism, the locking mechanism biased to move the bolster to at least one predetermined position automatically upon release of the locking mechanism, the locking mechanism including a graspable member located inside the door, the graspable member coupled to a pin so that the pin is disengaged when the graspable member is moved, enabling the biased locking mechanism to rotate the bolster to the predetermined position.

20. The gaming device of Claim 19, which includes an aperture in the bolster that receives the pin when the bolster is in a locked position.

21. The gaming device of Claim 19, wherein the bolster is rotatable between multiple predetermined positions set apart by detent sockets that are engaged by spring loaded bearings.

22. The gaming device of Claim 19, wherein the pin is spring loaded to automatically relock the bolster when the bolster is in a locking position and the graspable member is released.

23. A gaming device comprising:

a cabinet;

a game operable upon a wager by a player, said game played at said cabinet; and

a door movably connected to the cabinet, said the door including a bolster pivotally coupled to the door, said bolster extending transversely from a front surface of the door and extending substantially horizontally along the front surface of the door, wherein the bolster is rotatable between multiple predetermined positions set apart by detent sockets defined by a stationary bracket fixed by the door, wherein the detent sockets are adapted to be engaged by at least one spring loaded bearing that rotates with the bolster.

24. The gaming device of Claim 23, wherein the bolster is rotatably coupled to the door by a biased locking mechanism, the locking mechanism including a graspable member located inside the door, the graspable member coupled to a pin so that the pin is disengaged when the graspable member is moved, enabling the biased locking mechanism to rotate the bolster to one of the predetermined positions.

25. The gaming device of Claim 23, wherein the bolster is adapted to be manually rotated to at least one of the predetermined positions.

26. The gaming device of Claim 23, which includes a hard stop fixed by the door that prevents the bolster from being moved past a certain angle.

27. A method of manufacturing a gaming device having a cabinet, a door and a bolster, so that the gaming device can be placed in close proximity to an adjacent gaming device without the bolster engaging the adjacent gaming device when the door is opened, the method comprising:

pivotally connecting the door to the front of the cabinet along a substantially vertically extending axis; and

rotatably connecting the bolster to the door such that the bolster is rotatable from a substantially horizontal position with respect to the door to an at least partially vertical position so that the bolster can be moved enabling the door to be opened relative to the cabinet to a position that would otherwise be blocked by the adjacent gaming device if the bolster had not been rotated to said at least partially vertical position.

28. The manufacturing method of Claim 27, which includes structuring the bolster to be moveable so that the door can be rotated along a hinged axis to said position.

29. The manufacturing method of Claim 27, which includes structuring the bolster to be removable with respect to the door.

30. The manufacturing method of Claim 27, which includes structuring the bolster to be biased with respect to the door.

31. A method of manufacturing a gaming device having a cabinet, a door and a bolster, such that the gaming device can be placed in close proximity to an adjacent gaming device, the method comprising:

pivotally connecting the door to the front of the cabinet along a substantially vertically extending axis; and

movably attaching the bolster to the door so that the bolster can be moved enabling the door to be opened from the cabinet and allowing the door to be moved until a front panel of the door is obstructed by the adjacent gaming device, wherein if the bolster is not moved when the door is opened the bolster is obstructed by the adjacent gaming device not allowing the door to open as far as when the bolster is moved.

32. The manufacturing method of Claim 31, which includes structuring the bolster to be rotatable with respect to the door.

33. The manufacturing method of Claim 31, which includes structuring the bolster to be slideable with respect to the door.

34. The manufacturing method of Claim 31, which includes structuring the bolster to be removable with respect to the door.

35. The manufacturing method of Claim 31, which includes structuring the bolster to be biased with respect to the door.

36. A method of manufacturing a gaming device having a cabinet, a door and a bolster, the method comprising:

pivotally connecting the door to a front of the cabinet along a substantially vertically extending axis; and

movably attaching the bolster to the door so that a person can move a member that pulls a chord attached to a pin to release the pin from a locked position, and so that a biasing device automatically moves the bolster from a closed position to a first open position thereby enabling the person to move the bolster from the first open position to a second open position and enabling the person to move the bolster from the first position to the closed position.

37. the method of Claim 36, wherein enabling the person to move the bolster from the first position to the closed position includes enabling the person to regrasp the member and relock the pin in the locked position.

38. the method of Claim 36, wherein enabling the person to move the bolster to either one of the open positions includes snapping the bolster into the positions.